

GAITS AND MOVEMENTS

FOR USE BY SCRIBE ONLY:

- Working walk
- Free walk on long rein
- Working trot
- Halt through walk
- Rein back
- Large circle

Color of horse _____

Distinguishing markings _____

INSTRUCTIONS

Transitions are made through the walk. Longitudinal stretch and moderate lateral bend are required.

MOVEMENT	TEST	DIRECTIVE IDEAS	MAX PTS	POINTS	REMARKS
1 AKX X	Proceed working trot from free warmup Halt, salute	Quality of trot, balance in transition, quality of halt	10		
2 XMCE	Working trot	Quality of trot and turns	10		
3 EBE EKA	Circle left width of arena Working trot	Quality of trot and figure, consistent rhythm, suppleness	10		
4 A to F F to X X	Working walk Free walk Working walk	Balance in transition & quality of walk, length of frame & stride, relaxation, rhythm	10 x 2		
5 Bet. X & H HCMB	Develop working trot Continue working trot	Balance in transition, quality of trot	10		
6 BEB BFAK	Circle right width of arena Working trot	Quality of trot, figure, & turns, consistent rhythm, suppleness	10		
7 KXM	Change rein across the diagonal	Quality of trot, straightness and rhythm	10		
8 MCHK	Working trot	Quality of trot & balance in turns	10		
9 KAX	Working walk	Quality of walk, relaxation, rhythm	10		
10 X	Halt, salute	Quality of halt, obedience & relaxation	10		

LEAVE ARENA AT WALK

COLLECTIVE REMARKS

GAITS	Freedom and regularity. If team or pair: maintenance of even pace and equality of work.	10 x 2		
IMPULSION	Desire to move forward. Elasticity of steps. Relaxation of back. Engagement of hindquarters.	10 x 2		
SUBMISSION	Acceptance of the bit. Correctness in lateral bend. Attention and confidence. Calmness, lightness and ease of movements.	10 x 2		
DRIVER	Use of aids, handling of reins, whip and voice. Driver's position.	10 x 2		

- Points
- 10 Excellent
 - 9 Very Good
 - 8 Good
 - 7 Fairly Good
 - 6 Satisfactory
 - 5 Marginal
 - 4 Insufficient
 - 3 Fairly Bad
 - 2 Bad
 - 1 Very Bad
 - 0 Not Executed

- Errors
- Error in course or groom dismounting:
- 1st incident = 5 points
 - 2nd incident = 10 points
 - 3rd incident = Elimination
- Disobedience:
- 1st incident = 5 points
 - 2nd incident = 10 points
 - 3rd incident = Elimination

Maximum Points: 190

Total points given: _____

Factor: x 0.789 _____

Factored points: 150 minus _____ = _____ Penalties

+ _____ Errors

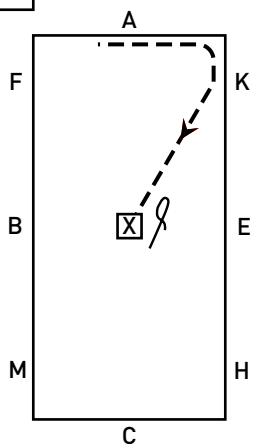
Judge's Signature: _____ Position: _____

Arena Driving Trial

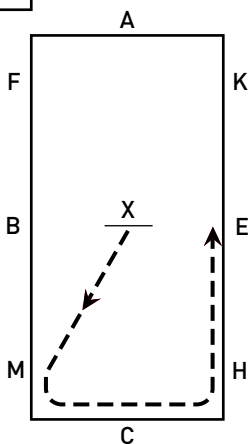
The American Driving Society
ADT TRAINING LEVEL TEST 1 (2005)

Name of Competition _____

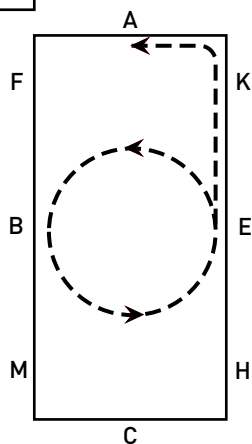
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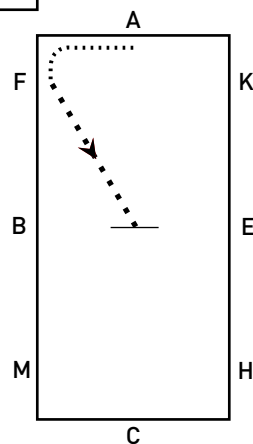
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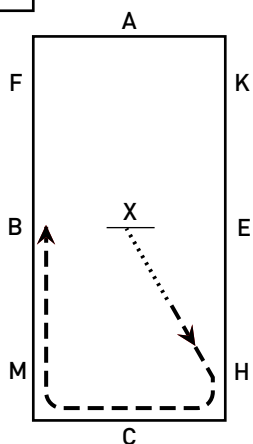
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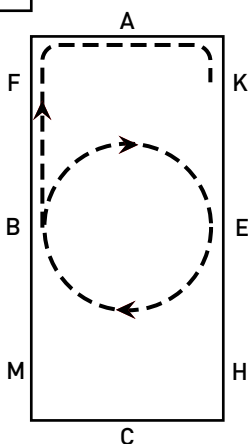
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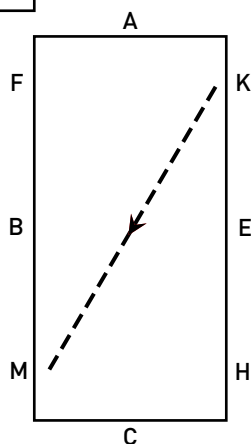
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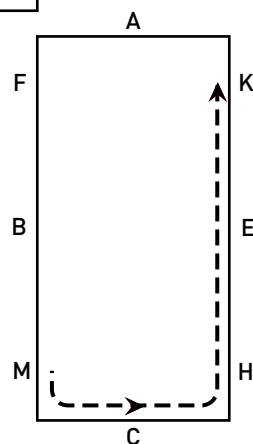
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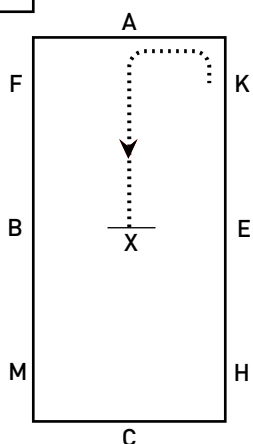
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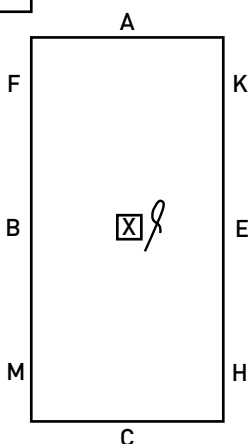
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PURPOSE

To establish that the correct foundation is being laid for the training of the driving horse, requiring the green horse to move freely and energetically forward in a steady rhythm in the working walk and working trot, while accepting the bit with relaxation, through the transitions and large circles. Increased engagement of the hindquarters (impulsion) cannot be expected yet. This level is also intended to encourage the inexperienced driver.

CONDITIONS

Arena Driving Trial tests should only be used for arena sized too small for regular ADS Dressage Tests.

Arena size: as available

Average driving time: 4-5 minutes (average driving time may vary depending on arena size)

FOR JUDGING PURPOSES ONLY

If not clearly defined, each movement ends at the beginning of the next movement.
 Depending on local conditions, show management may waive the initial halt and salute